



Universitas Negeri Surabaya
Faculty of Languages and Arts
Japanese Language Education Undergraduate Study Program

Document Code

SEMESTER LEARNING PLAN

Courses	CODE	Course Family	Credit Weight			SEMESTER	Compilation Date
Chujokyu Chokai	8820502030	Compulsory Study Program Subjects	T=2	P=0	ECTS=3.18	5	July 17, 2024
AUTHORIZATION	SP Developer	Course Cluster Coordinator			Study Program Coordinator		
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Learning model	Case Studies
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Program Learning Outcomes (PLO)	PLO study program which is charged to the course																		
	PLO-7	Responsible for own work and can be given responsibility for achieving and reporting work results.																	
	PLO-8	Able to plan, implement and evaluate Japanese language learning, linguistics, educational science and research oriented towards process standards using science and technology-based Japanese language learning resources and learning media.																	
	PLO-10	Able to speak Japanese receptively and productively in daily/general, academic and work contexts																	
	PLO-14	Mastering basic language concepts, language learning, language skills, language research and Japanese language education.																	
	Program Objectives (PO)																		
	PO - 1	Have the ability to think critically, communicate, collaborate, accompanied by creativity in carrying out assigned project tasks by prioritizing an attitude of individual and group responsibility.																	
	PO - 2	Mastering knowledge of basic Japanese language concepts in various audio-visual media studied, such as songs, audio conversations, etc. from various sources, both print and digital.																	
	PLO-PO Matrix																		
		<table border="1" style="width: 100%; text-align: center;"> <tr> <td>P.O</td> <td>PLO-7</td> <td>PLO-8</td> <td>PLO-10</td> <td>PLO-14</td> </tr> <tr> <td>PO-1</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>PO-2</td> <td></td> <td></td> <td></td> <td></td> </tr> </table>				P.O	PLO-7	PLO-8	PLO-10	PLO-14	PO-1					PO-2			
P.O	PLO-7	PLO-8	PLO-10	PLO-14															
PO-1																			
PO-2																			

PO Matrix at the end of each learning stage (Sub-PO)

P.O	Week															
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
PO-1																
PO-2																

Short Course Description	Course Description This course is a continuation of the Chukyu Chokai course. The material in this course contains short conversations, short stories and simple news packaged in various themes, such as completing a list of wedding plans, activities carried out by someone, and conversations in the office using certain sentence patterns. Students learn to listen, recite, interpret the content of the conversation or news that is heard, then answer questions correctly, which is done through several techniques, namely discussion, question and answer, and presentation. At the end of the lesson, students can retrieve important information, then try to retell it orally. With the final result being able to develop the ability to produce a real product from project-based learning activities using ICT, which prioritizes 21st century skills (6C = communication, collaboration, critical thinking, citizenship, creativity and character) in a full responsible manner. Learning applies active learning and project-based learning (PjBL) methods. Learning evaluation is carried out in the form of written tests, assignments, and active checklists in lecture activities.
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References	Main :	
		1. Tanaka Yone.2009.minna no nihongo II chokai tasuku 25.
	Supporters:	
		1. Berbagai teks dari berbagai sumber referensi cetak maupun digital. 2. Berbagai aplikasi LMS dari berbagai sumber digital.

Supporting lecturer	Dra. Yovinza Bethvine Sopaheluwakan, M.Pd.
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Week	Final abilities of each learning stage (Sub-PO)	Evaluation		Help Learning, Learning methods, Student Assignments, [Estimated time]		Learning materials [References]	Assessment Weight (%)
		Indicator	Criteria & Form	Offline (offline)	Online (online)		

(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)
1	<p>1. Students are able to understand the basic concepts of listening courses at an intermediate level of Japanese language skills</p> <p>2. Students are able to retell the stories/conversations they hear</p> <p>3.- Students are able to plan projects to make audio manga</p>	<p>1. understand the basic concepts of listening courses at intermediate level Japanese language skills</p> <p>2. Students are able to retell the stories/conversations they hear</p> <p>3. Students are able to rephrase what they hear in the form of audio manga</p>	<p>Criteria: oral test rubric</p> <p>Form of Assessment : Practice / Performance</p>	<p>presentations. Small group discussions, questions and answers, offline presentations 2 X 50</p>		<p>Material: Dou ittara ii dou desuka Reference: Tanaka Yone.2009.minna no nihongo II chokai tasuku 25.</p>	4%
2	<p>1. Students are able to retell the stories/conversations they hear</p> <p>2.- Students are able to design audio manga</p>	<p>1. Students are able to retell the stories/conversations they hear</p> <p>2. Students are able to design audio manga</p>	<p>Criteria: oral test rubric</p> <p>Form of Assessment : Practice / Performance</p>	<p>presentations. Small group discussions, questions and answers, offline presentations 2 X 50</p>		<p>Material: Dou ittara ii dou desuka Reference: Tanaka Yone.2009.minna no nihongo II chokai tasuku 25.</p>	4%
3	Able to present audio manga	<p>1. Students are able to present audio manga</p> <p>2.</p>	<p>Criteria: 1. presentation assessment rubric 2. product assessment rubric</p> <p>Form of Assessment : Project Results Assessment / Product Assessment</p>	<p>presented offline 2 X 50</p>		<p>Material: Dou ittara ii desuka Reference: Tanaka Yone.2009.minna no nihongo II chokai tasuku 25.</p>	10%
4	Students are able to listen to bad events and good events	Students are able to mention important points from the content of the material	<p>Form of Assessment : Practice / Performance</p>	<p>questions and answers 2 X 50</p>		<p>Material: Warui ichinichi II ichinichi Library: Tanaka Yone.2009.minna no nihongo II chokai tasuku 25.</p> <p>Material: Warui ichinichi II ichinichi Library: Various LMS applications from various digital sources.</p>	4%
5	Students are able to listen to bad events and good events	Students are able to mention important points from the content of the material	<p>Form of Assessment : Practice / Performance</p>	<p>offline 2 X 50</p>		<p>Material: Warui ichinichi II ichinichi Library: Tanaka Yone.2009.minna no nihongo II chokai tasuku 25.</p> <p>Material: Warui ichinichi II ichinichi Library: Various LMS applications from various digital sources.</p>	4%
6	Students are able to create audio manga of bad events and good events	Students are able to present the audio manga Warui Ichinichi and II Ichinichi	<p>Criteria: 1. presentation assessment rubric 2. product assessment rubric</p> <p>Form of Assessment : Assessment of Project Results / Product Assessment, Practices / Performance</p>	<p>offline 2 X 50</p>		<p>Material: Warui ichinichi II ichinichi Library: Tanaka Yone.2009.minna no nihongo II chokai tasuku 25.</p> <p>Material: Warui ichinichi II ichinichi Library: Various LMS applications from various digital sources.</p>	10%
7	<p>1. Able to listen to sayounara pa-ti material</p> <p>2. Able to retell sayounara pa-ti material</p>	<p>1. Able to mention important points according to the material heard</p> <p>2. Able to answer questions correctly orally</p>	<p>Criteria: question and answer assessment rubric</p> <p>Form of Assessment : Participatory Activities</p>	<p>Offline questions and answers 2 X 50</p>		<p>Material: Sayounara pa-ti Bibliography: Tanaka Yone.2009.minna no nihongo II chokai tasuku 25.</p>	4%

8	1. UTS 2. Designing audio manga sayounara pa-ti-	Mamhasiswa is able to answer questions regarding the contents of the audio manga sayounara pa-ti-	Form of Assessment : Practice / Performance	Students are able to answer questions about the design of the manga audio sayounara pa-ti- offline 2 X 50		Material: Sayounara pa-ti Bibliography: Tanaka Yone.2009.minna no nihongo II chokai tasuku 25.	5%
9	1. Able to present audio manga sayounara pa-ti- 2. Able to explain the audio manga that has been presented	1. Students are able to explain the important points of the audio manga that has been presented 2. Students are able to answer the meaning of audio manga expressions	Criteria: 1. presentation assessment rubric 2. product rubric Form of Assessment : Project Results Assessment / Product Assessment	presentation, offline question and answer 2 X 50		Material: Sayounara pa-ti Bibliography: Tanaka Yone.2009.minna no nihongo II chokai tasuku 25.	10%
10	Able to retell the content of the theme heard	1. Students are able to master the sentence patterns contained in the theme being heard 2. Students are able to retell the content of the theme that is heard	Criteria: question and answer assessment rubric Form of Assessment : Practice / Performance	offline questions and answers 2 X 50		Material: Teineigo Library: Tanaka Yone.2009.minna no nihongo II chokai tasuku 25. Material: Teineigo (tokubetsu sonkeigo) youtube Reference: Material: Teineigo Bibliography:	4%
11	Able to design audio manga from the content of the theme being played	1. Students are able to master the sentence patterns contained in the theme being heard 2. Students are able to retell the content of the theme that is heard	Criteria: 1. question and answer assessment rubric 2. discussion assessment rubric Form of Assessment : Practice / Performance	offline questions and answers Have offline group discussions 2 X 50		Material: Teineigo Library: Tanaka Yone.2009.minna no nihongo II chokai tasuku 25. Material: Teineigo (tokubetsu sonkeigo) youtube Reference: Material: Teineigo Bibliography:	4%
12	1. Able to present an audio manga based on the theme content being heard 2. Able to explain culture according to the themes heard	1. Students are able to explain audio manga presentations according to the themes they have heard 2. Students are able to explain existing culture from the themes they have heard	Criteria: 1. question and answer assessment rubric 2. product assessment rubric Form of Assessment : Project Results Assessment / Product Assessment	offline questions and answers 2 X 50		Material: Teineigo Library: Tanaka Yone.2009.minna no nihongo II chokai tasuku 25. Material: Teineigo (tokubetsu sonkeigo) youtube Reference: Material: Teineigo Bibliography:	10%
13	Able to retell the content of the material that has been heard	1. Students are able to retell the content of the material they have heard 2.	Criteria: question and answer assessment rubric Form of Assessment : Participatory Activities	offline questions and answers 2 X 50		Material: Kenjougo Bibliography: Tanaka Yone.2009.minna no nihongo II chokai tasuku 25. Material: Kenjougo from YouTube Reference:	4%

14	Able to design audio manga of material that has been heard	Students are able to design an audio manga of the material they have heard	Criteria: discussion rubric Form of Assessment : Practice / Performance	offline group discussions 2 X 50		Material: Kenjougo Bibliography: <i>Tanaka Yone.2009.minna no nihongo II chokai tasuku 25.</i> Material: Kenjougo from YouTube Reference: Material: Teichougo Bibliography:	4%
15	Able to design audio manga about humble language culture from Japanese life	Students are able to design audio manga about humble language culture from Japanese life	Criteria: discussion rubric Form of Assessment : Practice / Performance	offline group discussions 2 X 50		Material: Kenjougo Bibliography: <i>Tanaka Yone.2009.minna no nihongo II chokai tasuku 25.</i> Material: Kenjougo culture of Japanese society References: Material: Teichougo culture of Japanese society References:	4%
16	1.Able to present an audio manga about Kenjougo 2.Able to present audio manga about Teichougo 3.Able to present an audio manga about the humble language culture of Japanese society	1.Students are able to present an audio manga about kenjougo 2.Students are able to present an audio manga about Teichougo 3.Students are able to present the humble language culture of Japanese society	Criteria: product assessment rubric Form of Assessment : Project Results Assessment / Product Assessment	offline presentation 2 X 50		Material: Kenjougo Bibliography: <i>Tanaka Yone.2009.minna no nihongo II chokai tasuku 25.</i> Material: Kenjougo culture of Japanese society References: Material: Teichougo culture of Japanese society References:	15%

Evaluation Percentage Recap: Case Study

No	Evaluation	Percentage
1.	Participatory Activities	8%
2.	Project Results Assessment / Product Assessment	50%
3.	Practice / Performance	42%
		100%

Notes

- Learning Outcomes of Study Program Graduates (PLO - Study Program)** are the abilities possessed by each Study Program graduate which are the internalization of attitudes, mastery of knowledge and skills according to the level of their study program obtained through the learning process.
- The PLO imposed on courses** are several learning outcomes of study program graduates (CPL-Study Program) which are used for the formation/development of a course consisting of aspects of attitude, general skills, special skills and knowledge.
- Program Objectives (PO)** are abilities that are specifically described from the PLO assigned to a course, and are specific to the study material or learning materials for that course.
- Subject Sub-PO (Sub-PO)** is a capability that is specifically described from the PO that can be measured or observed and is the final ability that is planned at each learning stage, and is specific to the learning material of the course.
- Indicators for assessing** ability in the process and student learning outcomes are specific and measurable statements that identify the ability or performance of student learning outcomes accompanied by evidence.
- Assessment Criteria** are benchmarks used as a measure or measure of learning achievement in assessments based on predetermined indicators. Assessment criteria are guidelines for assessors so that assessments are consistent and unbiased. Criteria can be quantitative or qualitative.
- Forms of assessment:** test and non-test.
- Forms of learning:** Lecture, Response, Tutorial, Seminar or equivalent, Practicum, Studio Practice, Workshop Practice, Field Practice, Research, Community Service and/or other equivalent forms of learning.
- Learning Methods:** Small Group Discussion, Role-Play & Simulation, Discovery Learning, Self-Directed Learning, Cooperative Learning, Collaborative Learning, Contextual Learning, Project Based Learning, and other equivalent methods.
- Learning materials** are details or descriptions of study materials which can be presented in the form of several main points and sub-topics.
- The assessment weight** is the percentage of assessment of each sub-PO achievement whose size is proportional to the level of difficulty of achieving that sub-PO, and the total is 100%.
- TM=Face to face, PT=Structured assignments, BM=Independent study.

